



## Minbari Grar'Dals Destroyer Leader



### SPECS

Class: Capital Ship  
In Service: 2156  
Point Value: 1200?  
Ramming Factor:  
Jump Delay: 10 Turns

### MANEUVERING

Turn Cost: 1 Speed  
Turn Delay: 2/3 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 4+4 Thrust

### COMBAT STATS

Fwd/Aft Defense: 10  
Stb/Port Defense: 12  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +1

### WEAPON DATA

Neutron Laser  
Class: Laser  
Modes: R, P, S  
Damage: 4d10+15  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+4/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Fusion Cannon  
Class: Molecular  
Mode: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**FORWARBITS**  
1-3 Retro Thrust  
4-7 Neutron Laser  
8-11 Fusion Cannon  
13-18 Forward Struct  
19-20 PRIMARY Hit

**SIDE HITS**  
1-5 Port/Stb Thrust  
6-10 Fusion Cannon  
11-18 Port/Stb Struct  
19-20 PRIMARY Hit

**AFT HITS**  
1-6 Main Thrust  
7-9 Fusion Cannon  
10-12 Neutron Laser  
13-18 Aft Struct  
19-20 PRIMARY Hit

**PRIMARY HITS**  
1-10 Primary Struct  
11-12 Jammer  
13-15 Hangar  
16 Sensors  
17 Jump Engine  
18 Engine  
19 Reactor  
20 C & C

### SPECIAL NOTES

Gravitic Drive System

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### HANGAR

6 Fighters

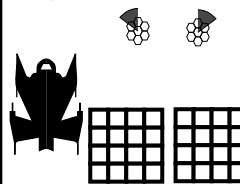
2 Flyers

### ICON RECOGNITION

- Thruuster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Fusion Cannon
- Jammer

### COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2



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